M

LET'S CONNECT

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EDUCATION

BS in Business - Marketing
Indiana University
Graduated with Honors
Founders Scholar

UI/UX Design for AI Products
Avocademy
Certification

UI/UX Design
DESIGNATION
Certification

SKILLS

UX Research
Wireframing
Prototyping
Usability Testing
UI Design
Information Architecture
Front-End Development
Digital Product Strategy
Branding

TOOLS

Figma
Sketch
Adobe Suite
Google Suite
HTML
CSS
Javascript
Visual Studio Code

COMMUNITY

Volunteer
Alzheimer's Association
2018 - Present

Design Consultant
A Kid Again
2014 - Present

Big Brother
Big Brothers Big Sisters
2012 - 2024

MITCH MYERS

I craft innovative, user-centric designs that drive meaningful outcomes, blending creativity with strategy. By combining my expertise in UI/UX design and front-end development, I deliver impactful solutions that align with both user needs and business goals.

EXPERIENCE

Founder & Lead UI/UX Designer

Byte19 Design Studio | Minneapolis, MN | January 2015 - Present

- Deliver custom digital solutions for small businesses, focusing on modern design principles and addressing user-specific needs
- Conduct comprehensive user research and develop intuitive wireframes, prototypes, and high-fidelity designs to optimize user experience
- Perform detailed UX audits to identify usability issues and provide actionable insights for improving performance and user engagement.
- Code and develop responsive websites using HTML, CSS, and JavaScript, ensuring optimal functionality and seamless user experiences across devices.

Founder & Digital Experience Designer

The Commander's Quarters | Minneapolis, MN | March 2019 - Present

- Built and grew The Commander's Quarters brand, including a YouTube channel with 300,000+ subscribers and 50,000+ social followers, using user-centered design to maximize engagement
- Design all brand assets and produce 2,000+ videos and social media content, continuously iterating based on audience feedback and performance analytics
- Leverage tools including Figma, Adobe and Final Cut Pro X to create visually compelling content

Founder & Game Designer

SSSV Games | Minneapolis, MN | November 2022 - Present

- Successfully designed and launched a card game, Seven Secret Supervillains, surpassing sales goals through strategic branding, intuitive gameplay, and engaging visual assets
- Applied user-centered design principles and testing to refine the game's design, ensuring seamless gameplay and achieving a 9/10 rating on the industry-leading BoardGameGeek

Senior UI/UX Designer

4C Insights | Chicago, IL | March 2018 - March 2019

- Designed wireframes, prototypes, and mockups for the 4C platform, optimizing complex workflows and user interactions to drive $2B+ in annualized advertising spend
- Collaborated closely with developers to implement designs that balanced technical constraints with business objectives, ensuring a seamless user experience

UI/UX Designer

AURA Innovative Technology | Chicago, IL | August 2017 - March 2018

- Developed user-centric Aura eStore designs, creating high-fidelity prototypes and wireframes while collaborating with cross-functional teams to enhance product usability and meet business goals

UI/UX Designer

Farm Journal Media | Chicago, IL | February 2017 - August 2017

- Conducted user testing and created wireframes, mockups, and prototypes, enhancing Greenbook user experiences while developing design guidelines for brand consistency across applications

UI/UX Designer & Mentor

DESIGNATION | Chicago, IL | July 2016 - February 2017

- Led design collaboration to exceed client expectations, providing UI/UX solutions for startups, including competitive analysis, style guides, and high-fidelity prototypes